"211 SESSION"

1. Run on (auto into…)
2. Purdue Fanfare-DM (auto into…)
3. Hall PP – DM (PAUSE)
4. Team Speeches
5. Hall (IC) – DM (PAUSE)
6. Honor DM (auto into…)
7. Eat em Up (3x through)-DM (auto into…)
8. Varsity (Full) -DM (Drum majors count into…)
9. Go Purdue Cheer-DM (4 taps into…)
10. Hall Loco – DM (SHORT PAUSE, then 4 taps into…)
11. The Horse – DM and Cheerleaders (PAUSE)
12. Welcome Announcement (people in the aisles come down now)

13. Visitor’s Fight Song-DM
15. You Can’t Stop The Beat (ST) - DM
16. Seasons of Love / Finale (GB) – DM
17. Rank of the Week - JG
18. Officer of the Week-JG
19. Purdue Hymn-JG
20. Hall PSP-Hail Challenge Winner
21. BAND CHEER!

NORTH END ZONE CONCERT
This concert is highly abbreviated due to a dedication ceremony we are playing. Our involvement is as follows:

1. Super-Short Varsity (Start at B, go right to Coda just like we played at BGR Rally)
2. Hall PSP

PREGAME SHOW

1. Run-on
2. Purdue Fanfare
3. Hall Loco
4. For the Honor of Old Purdue
5. Back Home Again
6. Visitor’s Fight Song
7. Varsity (short version)
8. Hall PSP
9. PAUSE; for team entrances
10. Hall IC
11. America, The Beautiful
12. Star-Spangled Banner

Note that all instructions following a selection deal with how to transition to the following song on the playlist. For example, with 211 Session, #3 (Hall PP) is started automatically after Fanfare, but there is a pause after.

MEDIA TIMEOUTS-SPECIFIC
- MTO #1 in 3rd Quarter: The Horse
- MTO #3 in 4th Quarter: Hail Fire

HALFTIME SHOW
1. Sound Of Music Pre-Opener (goes right into…)
2. My Favorite Things
3. You Can’t Stop The Beat
4. Gee, Officer Krupke
5. Seasons of Love / Finale
6. Hall IC

POSTGAME FIELD CONCERT
1. Hall IC-DM (with team in the end zone if we win)
2. Run On – horns UP-2-3-4, right into…
3. Purdue Fanfare – DM – four taps right into…
5. Light Em Up (GB) – DM
6. Shut Up And Dance (GG) – DM
7. Purdue Hymn-JG
8. Hall PSP (All Twirlers)- JG

SLAYTER CONCERT
1. Honor (Dancers) - DM
2. Varsity (AATT) - DM
3. Purdue Hymn (instrumental): JG
4. Hall PSP (Solo Twirlers) - JG
5. Breakdown (Weather Permitting)

TIME OUT TUNES**

** Note that ANY of these can be called up at ANY TIME. Have your folder ready, and keep your eyes on the drum majors for starting these up!

NEXT WEEK’S ACTIVITIES

Monday-Thursday: Full Rehearsal 3:30-5:30pm
Friday: Gold Day Rehearsal 3:30-5:30pm. Gold Day uniform required.
Saturday: Purdue vs. VT 3:32pm kick-off

GAME DAY SCHEDULE (drop off uniform at Elliott before rehearsal)
10:30 a.m. Music/Marching Rehearsal at Half Field (no march down, report directly to field in casual attire)
11:45 a.m. Step off for Elliott
12:00 p.m. Tail Gate at Elliott/Change into uniform
12:40 p.m. Inspecting Officers line up by Elliott band entrance.
1:00 p.m. March to Mackey
1:19 p.m. “211 Session” concert at Mackey
2:00 p.m. “211 Session” Ends
2:15 p.m. March to North End for short concert
2:30 p.m. North End
2:55 p.m. March into Ross Ade
3:10 p.m. March into Ross Ade
3:30 p.m. Kick-off
Approx. 7:00 p.m. Post-game
Approx 7:30 p.m. Slayter Concert
Approx 8:00 p.m. Dismiss from Slayter

IMPORTANTE GAME NOTES
- REVIEW ALL GAME DAY PROCEDURES FRIDAY EVENING AND SET EVERYTHING YOU WILL NEED OUT WHERE YOU CAN FIND IT SATURDAY MORNING.
- CONSUME A LOT OF FLUIDS BEFORE REPORTING TO FIELD. ALLOW PLENTY OF TIME TO GET TO THE FIELD BY THE SCHEDULED REPORTING TIME!!
- Section leaders: review game day procedures thoroughly with your sections to ensure everyone gets the routine correct. Also, have a rotating pep band ready to go in the second half of the game – one person on a part.
- Your Game Day Uniform is the SUMMER DRESS UNIFORM. Your game day uniform includes the Dry-fit t-shirt. If the weather makes it necessary to remove the uniform jacket, we will still have a uniform appearance! Also, remember that anywhere in public, you must be in full uniform or most in uniform at all. We never wear part of the uniform in public other than for medical reasons in the stadium, and we never wear hats in the building!
- At the completion of pregame, you will receive bottled water. After halftime, you will receive bottled water and a hot dog. Additional water is available from the water jugs spaced throughout the band. Avoid the urge to skip breakfast or lunch – that’s a bad idea for game day!!
- Remember that our job during the game is to create a winning atmosphere in the stadium – this means a MAXIMUM EFFORT on cheering and playing in the stands FROM EVERY SINGLE PERSON. When the drum majors call a tune, EVERYONE needs to be up and playing!
- A text will go out over the weekend announcing the day for dry cleaning drop-off this week (if necessary).